



Un-Corridor Modeling in FDOTSS4

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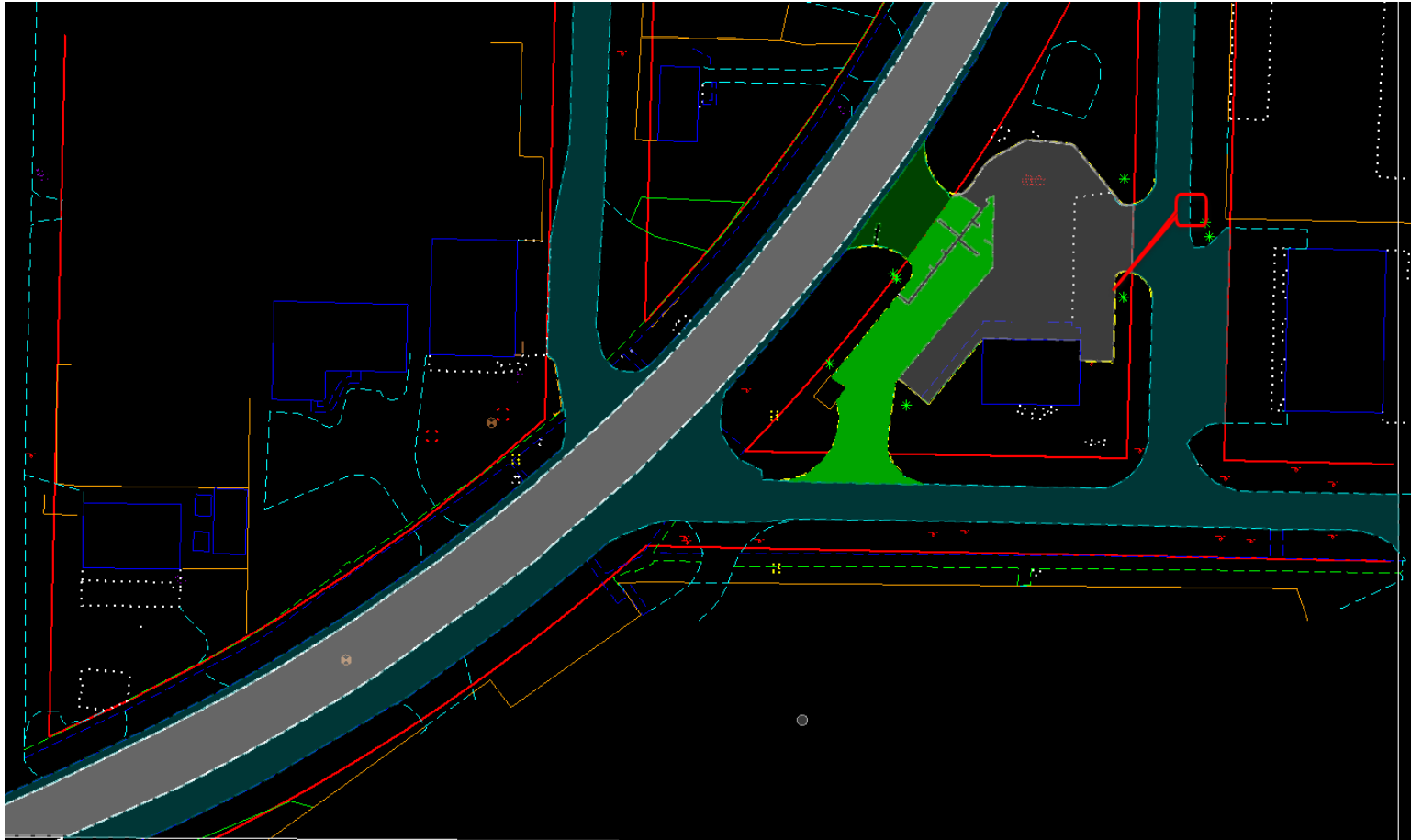
Description

- In this session we will discuss other methods for creating a model using FDOTSS4 OpenRoads Technology tools when design details are not easily modeled with traditional templates along a centerline corridor.
- Including Terrain quantites for earthwork and other pay items.

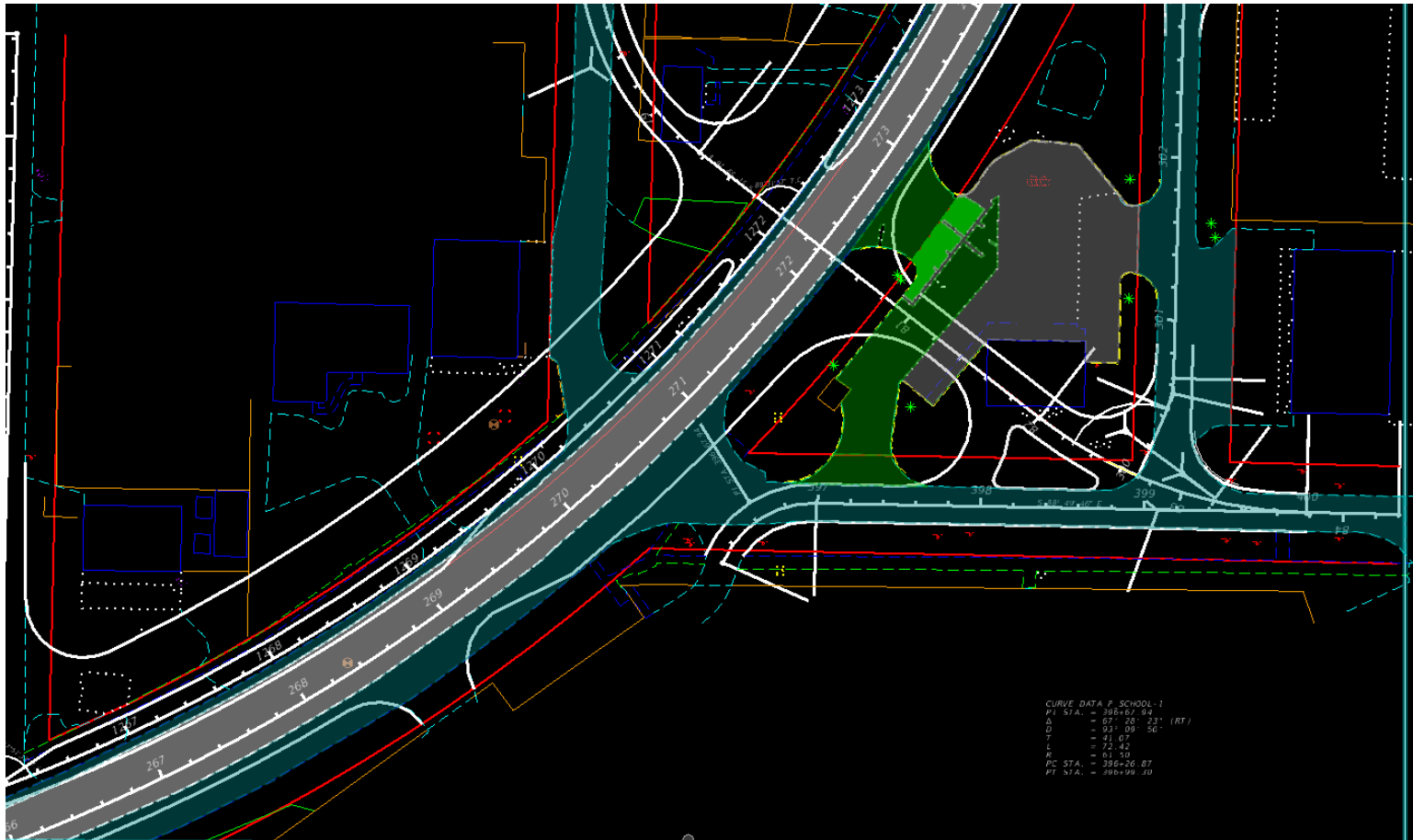
Basic Steps

- Copy PavementAsphalt_ep to active file
- Topo Ref off
- Construct saw cut lines offset from PavementAsphalt
- Create Existing Pavement terrain for removal
- Create Profiles on saw cut lines from existing terrain
- Create Profiles by Slope on PavementAsphalt lines
- Create Profiles by Intersection Points on ends
- Create Proposed Terrain from 3D lines
- Add Surface Template with Linear Features On
- Add Linear Templates to Curb Lines and Shoulders
- Make Bottom Mesh from 3D Line work
- Use Terrain to Terrain to calculate earthwork

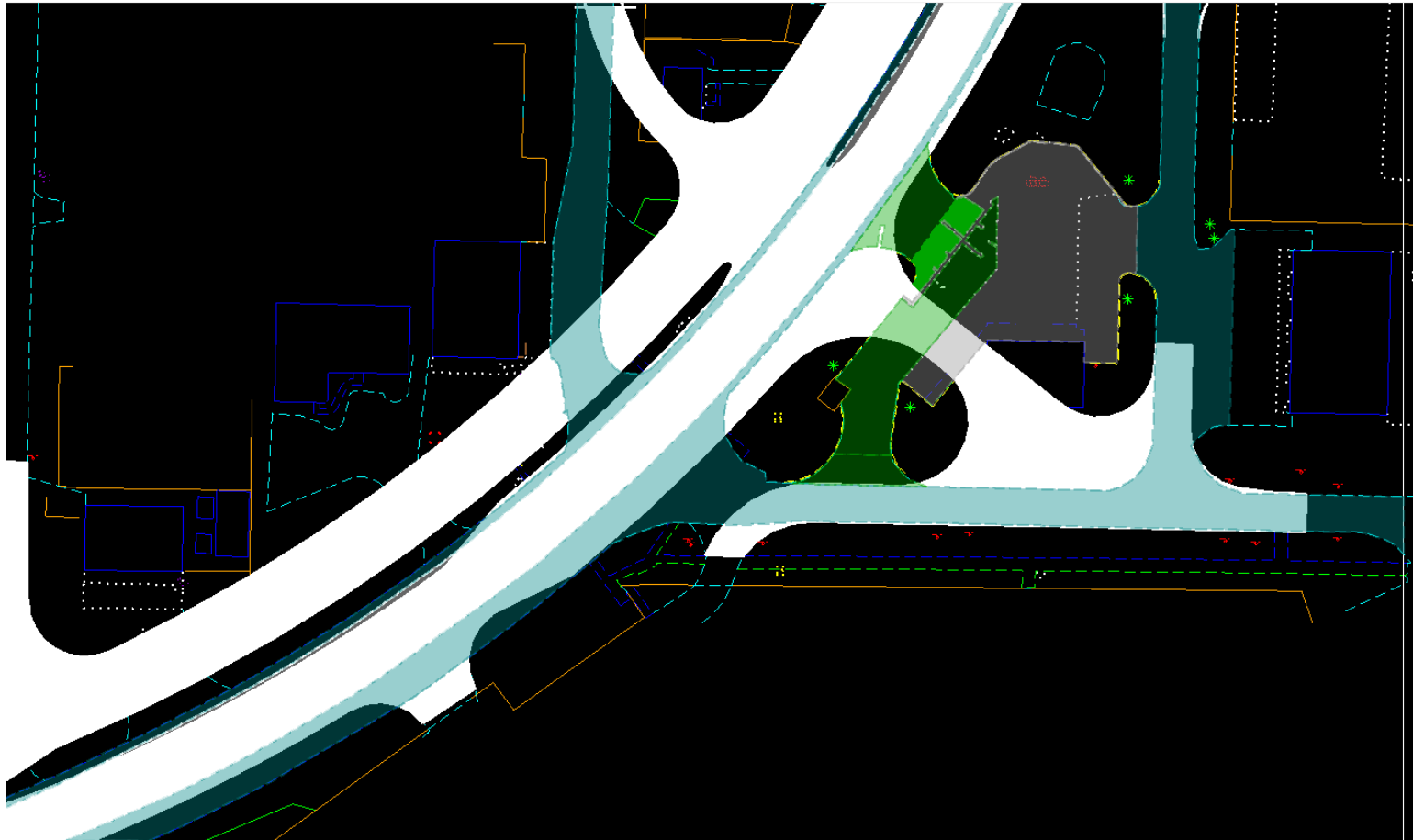
Examples:



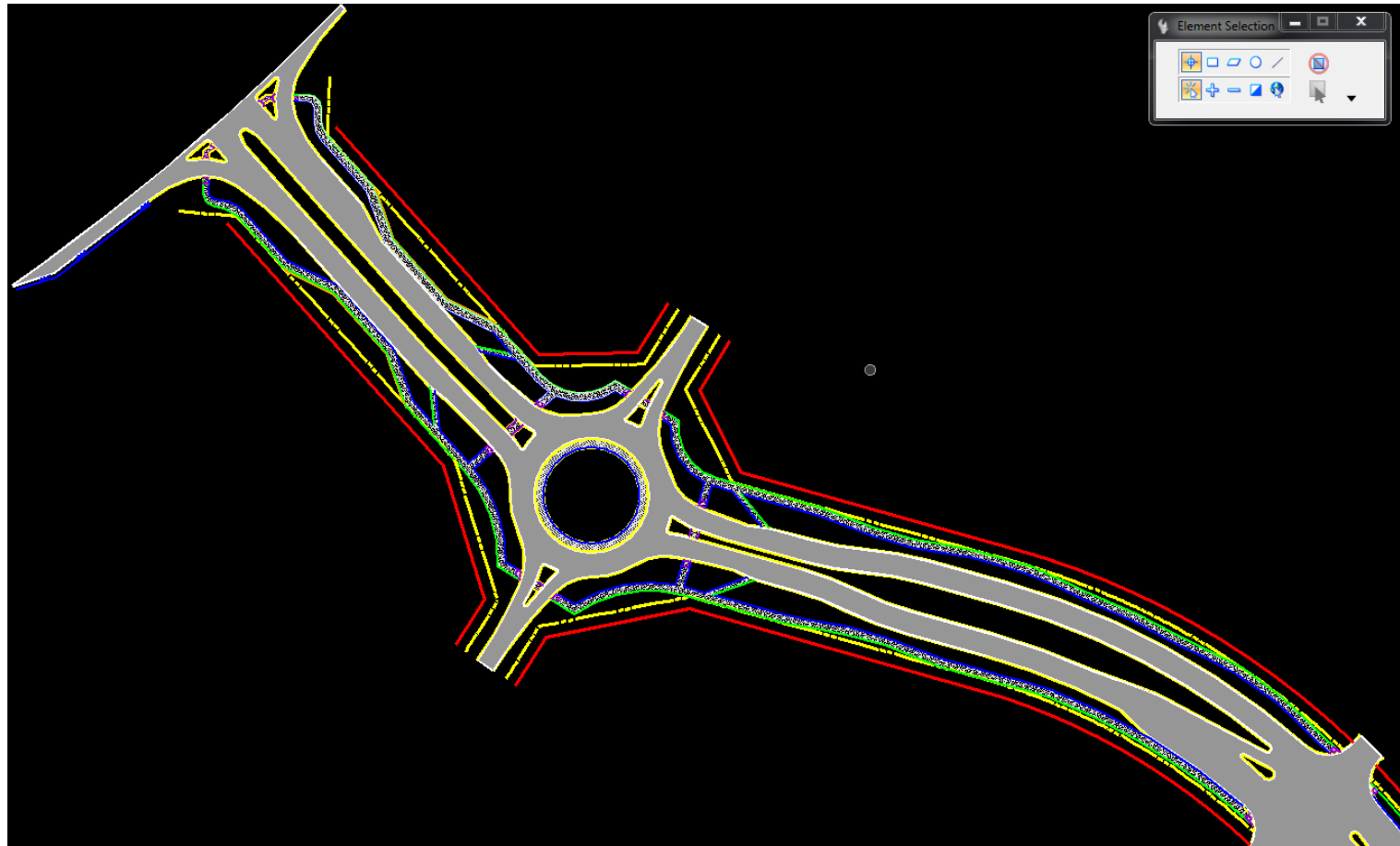
Examples:



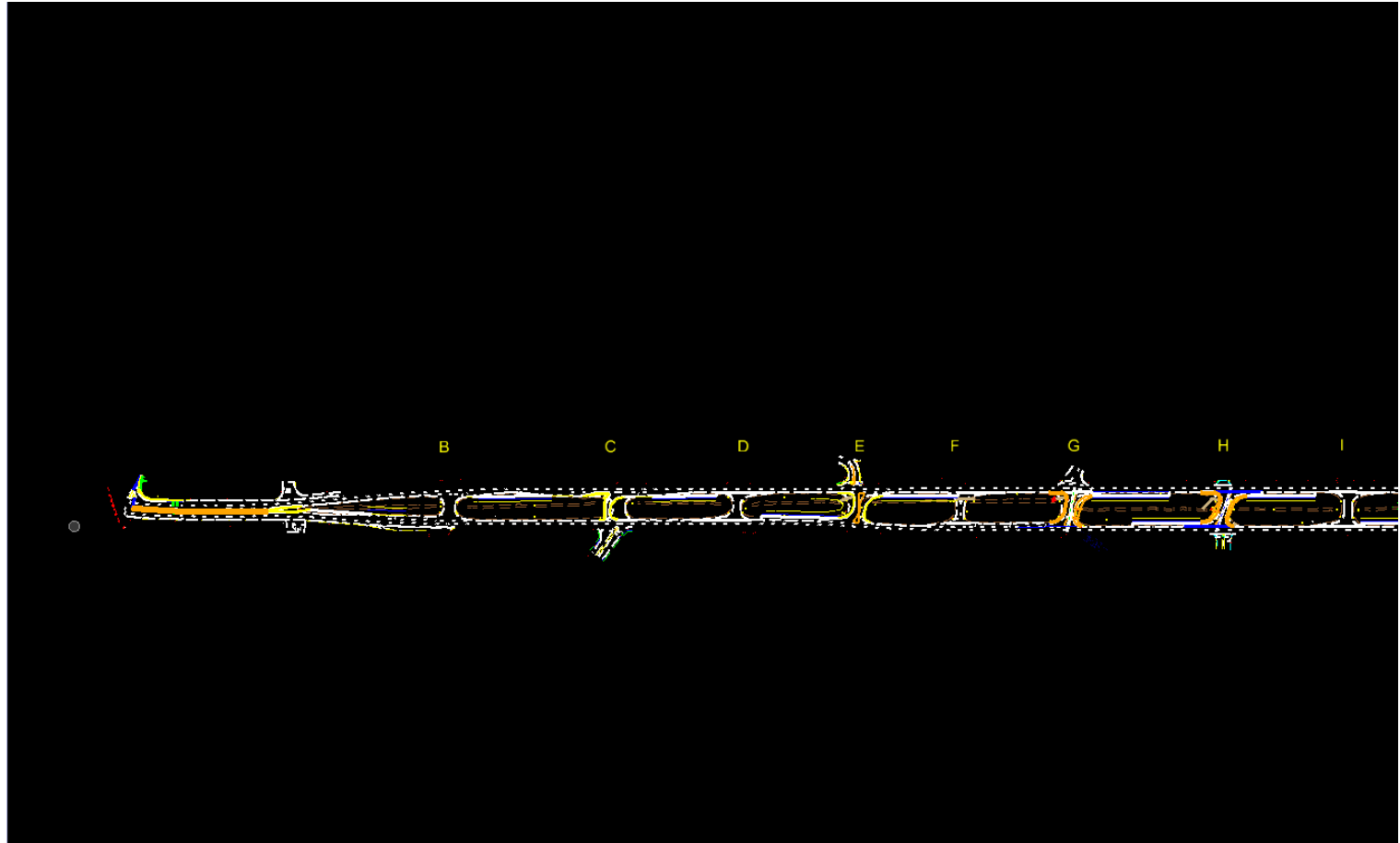
Examples:



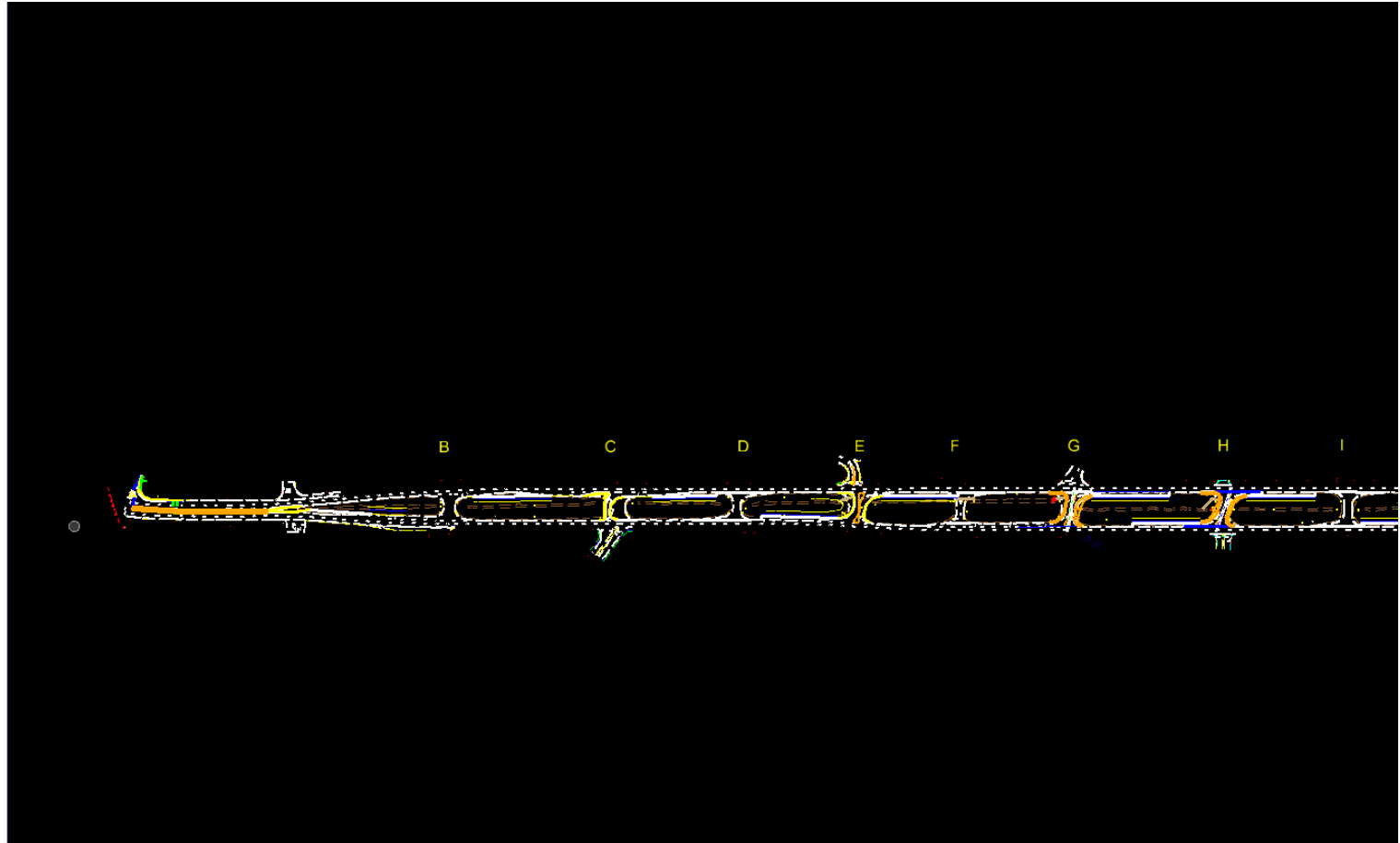
Examples:



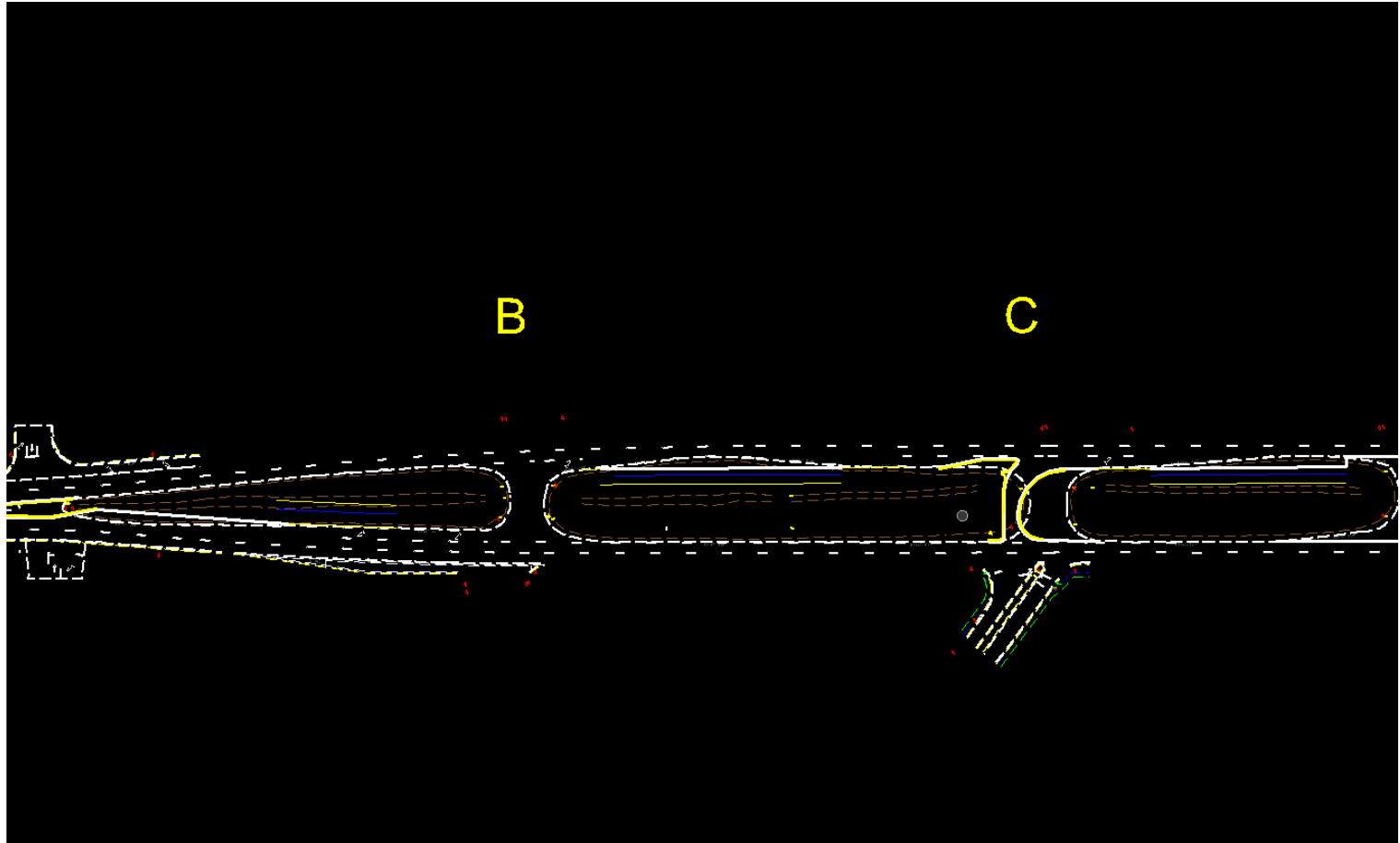
Examples:



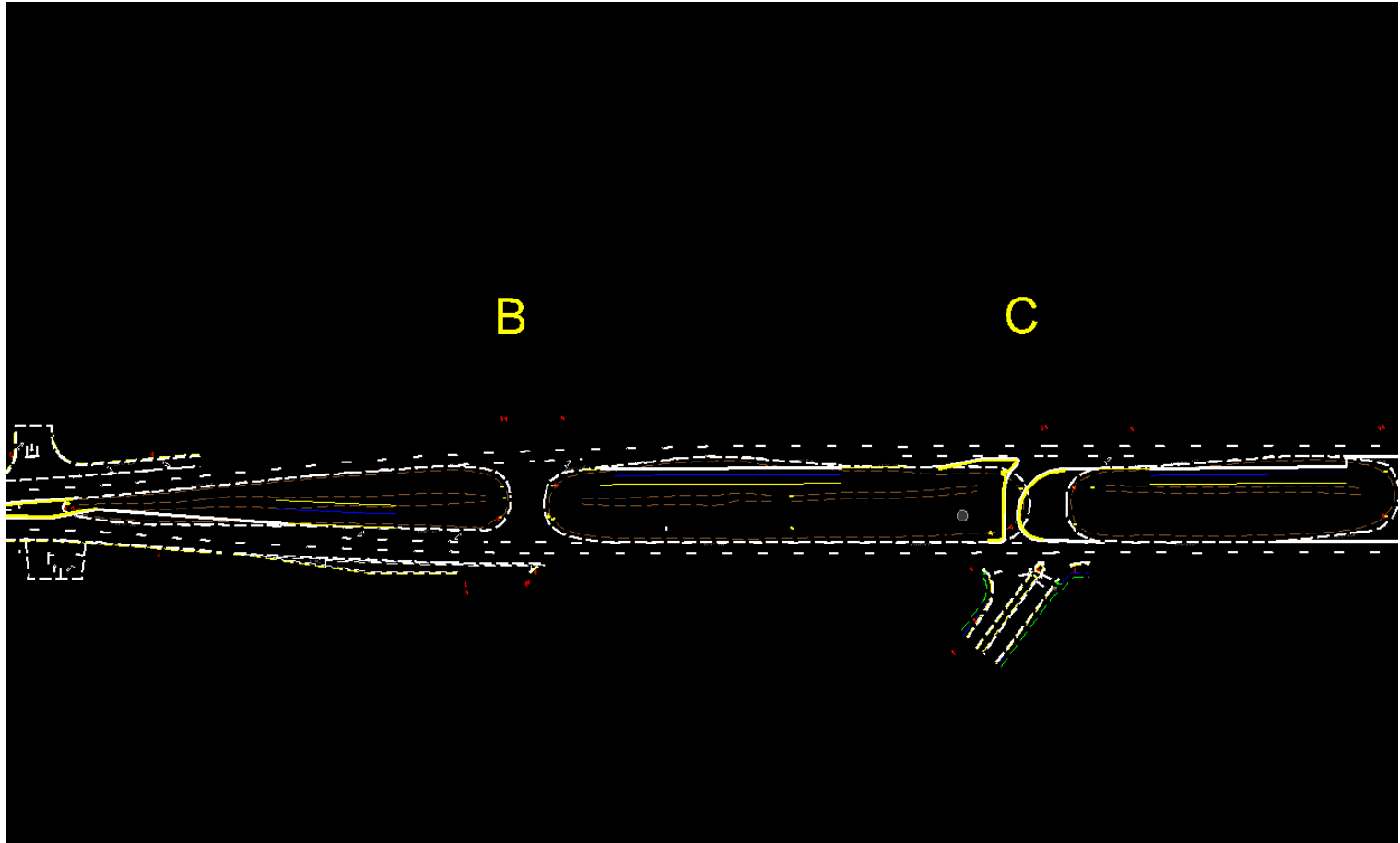
Examples:



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General Steps:

- Develop a CL line through the intersection,
- Construct 2D elements around the perimeter of the intersection,
- Develop/design the profiles for each of the perimeter line,
- Build an intersection terrain boundary using the 3D perimeter elements,
- Add break lines if necessary to the intersection terrain,
- Add surface templates to the intersection terrain,
- Use linear templates along the perimeter edge lines to help transition corridors,
- Use 3D lines to build a Top and Bottom Mesh Surface
- Use Terrain to Terrain to calculate volumes.

Questions and comments

Thank you for attending !

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